

Always Chaotic Evil

Name: _____

Species:

- ☐ Orc
- ☐ Troll
- ☐ Goblin

Rage: ○ ○ ○ ○ ○

Weapons (start with one): _____

*The human empire has expanded into your forest, attacked your settlements, and killed your leaders. And they call **you** monsters. Time for revenge!*

You're a mob of greenskins, rampaging into the human capital. Take turns setting scenes in which puny humans stand in your way.

After everyone's gone once, collectively set the scene where you find the Emperor.

After that... who knows?

Challenges: For difficult tasks, pick an approach:

Chaotic: direct applications of destructive force.

Evil: indirect applications of cunning or stealth.

Flip coins.

Trolls flip two when being Chaotic.

Goblins flip two when being Evil.

Orcs always flip one.

Add one for each:

- Being prepared
- Using a weapon
- Getting help
- Gaining 1 Rage

Heads are successes. Describe your results.

0: Failure, and a consequence. Gain 1 Rage.

1: Success, with a consequence.

2: Success, and an NPC is killed.

3+: Success, many NPCs are killed, and you find a new weapon.

Rage: Starts at 0. At 5, you go berserk and kill a fellow greenskin. You may remove your own successes by spending Rage.